



Welcome to the NASA MMO RFP Workshop: *Putting It in Perspective*

April 21, 2008



Today's Workshop

- Open forum
 - Introduce the NASA Educational–Learning Technology initiative
 - Introduce NASA's partnering goals, approach
 - Explain NASA's partnering mechanisms
- Real-time feedback on partnering viewpoints
- Present sampling of NASA's unique features:
 - Technology developments
 - Program management techniques
 - Facilities



Agenda – Morning Sessions

Welcome & Conference Objectives	Nona Cheeks	9:00 AM
Importance of Stimulating Interest in STEM for the future of NASA and the USA	Dr. Joyce Winterton	9:10 AM
Value of Partnerships to NASA and U.S. Economy	Douglas Comstock	9:20 AM
NASA's Exploration Systems Mission Directorate	Ken Davidian	9:30 AM
Current and Future Science Missions	Dr. Jim Garvin	10:00 AM
NASA MMO Strategy and Overview of NASA MMO Requirements	Dr. Daniel Laughlin	10:30 AM
<i>Break</i>		11:00 AM
Overview of the Proposed NASA MMO Space Act Agreement	Darryl Mitchell	11:15 AM
General Q&A Session	NASA MMO Team	11:30 AM



Agenda – *Afternoon Sessions*

One-on-One Private Break-out Sessions	NASA representatives	As scheduled 1:00–4:00
Integrated Lunar Information Architecture for Decision Support (ILIADS) Tool	Dr. Steve Talabac	1:00 PM
Scientific Visualization Studio	Dr. Horace Mitchell	1:30 PM
<i>Break</i>		2:00 PM
GSFC Integrated Design Center	Bruce Campbell	2:10 PM
Hubble Space Telescope Project	Dr. Lisa Mazzuca	2:45 PM



Today's Workshop – Goals

- **NASA Massively Multiplayer Online Educational Game Workshop**
 - ***What:*** Opportunity to learn NASA's vision, goals, and expectations for game development
 - ***How:*** A dynamic environment to meet NASA leadership behind the MMO concept
 - ***Why:*** Strengthen responses to request for proposals (RFP)
 - Non-reimbursable Space Act Agreement for collaboration between NASA and developer